ALYSSA REYES

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EDUCATION

University of California, Irvine   **GPA: 3.689**
Computer Science, B.S   *Dean's Honor List*

RELEVANT COURSEWORK

- Data Structures
- Algorithms
- Data Management
- Artificial Intelligence
- Machine Learning
- Information Retrieval
- Requirements Eng.
- Systems Design
- Embedded Systems

TECHNICAL SKILLS

Languages: Python, C++, JavaScript, SQL, C, Java, HTML/CSS, R, Tagalog
Technologies/Frameworks: React, Figma, Git, AWS, MySQL, Node, Pandas, Scikit-Learn, NumPy

PROJECTS

Fablix | *HTML/CSS, JavaScript, MySQL, Tomcat, AWS*   **October 2024**
- Developed a dynamic web application for managing and browsing movie data, enhancing user experience through intuitive design and functionality
- Implemented a fully functional back-end using MySQL and Tomcat, ensuring efficient data retrieval and management.
- Deployed the application on AWS, optimizing performance and scalability to accommodate user demands

Plan-It | *React, JavaScript, CSS, Firebase, Figma, Google Places API*   **January 2024**
- Developed a visual itinerary web application, enabling users to seamlessly plan and map their travel itineraries
- Implemented Firebase for real-time database management and authentication, ensuring data security
- Delivered accurate location data by integrating Google Places API to enhance the planning experience
- Created high-fidelity prototypes in Figma, effectively translating design concepts into functional React components.

Search Engine | *Python*   **December 2023**
- Developed a search engine from the ground up, capable of handling tens of thousands of web pages with high efficiency.
- Implemented complex ranking and retrieval mechanisms, including TF-IDF weights and an inverted index for accurate search results.
- Achieved a query response time of under 300 ms, ensuring a seamless user experience.

EXPERIENCE

Video Game Design Club @ UCI   **September 2023 – present**
UI/UX Designer   *Irvine, CA*
- Designed intuitive UI for game menus, HUDs, and in-game interfaces, optimizing player engagement and experience.
- Worked closely with a cross-functional team in agile sprints, ensuring alignment on design goals and seamless integration of gameplay mechanics.
- Conducted user testing and gathered feedback to iteratively refine the user interface, enhancing player satisfaction.
- Contributed to the successful release of multiple games on itch.io, actively participating in the final QA process to deliver a polished user experience.

The Coder School   **November 2022 - present**
Coding Coach   *Irvine, CA*
- Tutored 20+ students (elementary to high school) in Python, C++, and Java
- Simplified complex topics such as algorithms, data structures, and error handling
- Guided students through coding projects, enhancing their programming skills and understanding
- Promoted a supportive learning environment to boost student confidence and engagement in coding